

#1 Wizard

Adventure 1857

Be Wizard lvl 30, not "Master Wizard" (t2211), not "Unworthy" (t2210), in province of the Cinder Oak Forest, with a power 6 staff (i121) and a unit o CinderOak (i428), become "Master Wizard" (t2211), lose the power 6 staff an the CinderOak, gain a CinderOak Staff (i481), 5 Cinder Acorns (i474), learn to cast CinderOak Forest and a Mark of Wizardry. This Adventure may be completed 99 times.

Province 84/40 Grassland

Here, amid the burnt timbers of a cinderOak forest, to see a spark or flame is no great surprise. A twig snaps and the spark kindles a brief flame from the wood exposed to the air. Yet there, ahead a sheet of flame seems to beckon and billow like a curtain at an open window. Some magic lingers here else the flame would surely have faded, as the wood it lit upon charred and smoldered away.

#2 Sorcerer

Adventure 1858 (Face your fear) completion requirements:

Skill(s) required (rating): Sorcerer (40)

Adventure must be completed in a province with this message:

As you stand here you can feel it, Fear, you can feel it build upon you unnatural yet palpable, sweat forms on your brow, in your palms, your flesh clings to your bones. You blink, and as you close your eyes for that instant, the fear is there, stronger and more intense, is there something there to fear? Something you could only see while your eyes were closed? You half glimpse an image, as if through a door as it is closed before your eyes, your eyes open but not by your own volition, as in your mind your fear closes the door before you can see too much.

Title Prohibited: 2286 Master of Thought

Title Prohibited: 2210 Unworthy

Item(s) needed: Amount of Item

1 Pwr 6 Staff (used)

#3 Illusionist

#4 Necromancer

Adventure 1859

Be Necromancer lvl 30, not "Master of Death" (t2212), not "Unworthy" (t2210), in a province wherein lay the "bones of an old sea monster" with a power 6 staff (i121), become "Master of Death" (t2212), lose the power 6 staff, Learn how to Become a Litch, gain a Bone Staff (i484), and a Mark of Wizardry. This Adventure may be completed 99 times.

#5 Summoner

Adventure 1860

Be Summoner lvl 40, not "Master of the Nether" (t1005), not "Unworthy" (t2210), in the province of Orc's Rift, with a power 6 staff (i121), become "Master of the Nether" (t1005), lose the power 6 staff, learn the spell Gorquill's Control, gain a Silverwood Staff (i485), and a Mark of Wizardry. This Adventure may be completed 99 times.

Province 7/59 Grassland

There is one blemish amid the Brightfields, a deep gouge which some say was torn when Garm ripped a hole in the very landscape, it is however known as Orc's rift. Not long after the Saurian's arrival a huge impish horde descended here upon them, and just two or maybe three hundred orc soldiers held the entrance to the rift. Many Orcs died but the imps were driven back.

#6 Seer

Adventure 1861

Be Seer lvl 40, not "Master of Information" (t1006), not "Unworthy" (t2210) in the province of Sirena's Mists, with a power 6 staff (i121), become "Master of Information" (t1006), lose the power 6 staff, Learn the spell - Exit Seeker, gain an Eye Staff (i486), and a Mark of Wizardry. This Adventure may be completed 99 times.

Province 36/24 Coastal Swamp

Mists often sweep in from the sea across the swamps of Sirena. As they descend, everyone in the area is left with an inescapable feeling that there is someone in the fog watching them! You are almost compelled to chase off into the Mist after them, but you pause, left with the eerie feeling that taking that step will send you into another world.

#7 Warlock

Adventure 1862

Be Warlock lvl 45, not "Master of Battle" (t1007), not "Unworthy" (t2210), in the province of the broken war machines, with a power 6 staff (i121), become "Master of Battle" (t1007), lose the power 6 staff, learn the spell Quar's Catapults, gain an Battle Staff (i487), and a Mark of Battle. This Adventure may be completed 99 times.

Province 69/60 Swamp

Two old vast broken war machines stand here, the swinging arm of one machine draped across the back of the other as if patting another grizzled war veteran upon the shoulder, forming a low arch across the path.

Province 67/61 Grassland

#8 Enchanter

Adventure 1863

Be Enchanter lvl 30, not "Master Smith" (t2213), not "Unworthy" (t2210), in the province of the Delving, with a power 6 staff (i121) become "Master Smith" (t2213), lose the power 6 staff, Learn the Spell Dorin's Shame, gain a Rune Staff (i488), and a Mark of Fate. This Adventure may be completed 99 times.

The Delving should not be hard to find

#9 Druid

Adventure 1865

Be Druid lvl 40, not "Master of Trees" (t2287), not "Unworthy" (t2210), in the province of the of the Towering Yew, with a power 6 staff (i121) become "Master of Trees" (t2287), lose the power 6 staff, learn the spell Towering Yew, gain a Land Staff (i489), and a Mark of Glory. This Adventure may be completed 99 times.

Province 57/6 Barren Mountains

A mighty Yew towers over head, this tree is huge yet it seems to be hollow, there are cracks in the dark wood of its trunk which might lead onward to the secret world within.

#10 Priest

Adventure 1866

Be Priest lvl 40, not "Master of Life" (t2288), not "Unworthy" (t2210), in the province that teems with Life, with a power 6 staff (i121) become "Master of Life" (t2288), lose the power 6 staff, gain a Life Staff (i490), and a Mark of Divinity. This Adventure may be completed 99 times.

Adventure 1867

Be Priest lvl 35, not "Master of Life" (t2288), not "Unworthy" (t2210), in guild embedded in the very roots of Yggdrasil the tree of Life, with a power 6 staff (i121) and worship Ssslith, become "Master of Life" (t2288), lose the power 6 staff, gain a Life Staff (i490), and a Mark of Divinity. This Adventure may be completed 99 times.

#11 Bard

Adventure 1868

Be Bard lvl 25, not "Master of Tales" (t2214), not "Unworthy" (t2210), in the province with the "remnants of an Inn", with a power 6 staff (i121) become "Master of Tales" (t2214), lose the power 6 staff, gain a Song Staff (i491), 5 Blood Mead (i623), and a Mark of Destiny. This Adventure may be completed 99 times.

Province 35/3 Swamp

Here amongst the scattered standing stones, a staggered lintel forms a crooked doorway. The remnants of an Inn that once stood here, what tales were told, what stories the stones have heard, now all lost to the mists of time.

#12 Assassin

Adventure 1869 (Hand of Blood) completion requirements:

Skill(s) required (rating): Assassin (40)

Adventure must be completed in a province with this message:

Crows gather overhead as you approach, great carrion birds that have little fear of you. Their roost a twisted gibbet from which hang the bodies of several unidentifiable creatures, and several empty loops of rope, to place one's head in a noose is to journey to another place.

Title Prohibited: 1012 Master of Blood

Title Prohibited: 2210 Unworthy

Sponsor is required to be Alive

A prisoner meeting the following restrictions is required:

Prisoner ID# in range 201 to 1000

Province 43/48 Coastal Swamp

Crows gather overhead as you approach, great carrion birds that have little fear of you. Their roost a twisted gibbet from which hang the bodies of several unidentifiable creatures, and several empty loops of rope, to place one's head in a noose is to journey to another place.

#13 Spy

Adventure 1870

Be Spy lvl 25, not "Master of Secrets" (t2215), not "Unworthy" (t2210), in the province where "you are not sure even where here is?", become "Master of Secrets" (t2215), gain a Listening Staff (i493), and a Mark of Divinity.

This Adventure may be completed 99 times.

Province 104/55 Swamp

You were never here. The thought rings in your mind. Indeed, you are not sure even where here is? The idea of here seems confusing in itself. If you knew where here was, you are sure that leaving would be a good idea! And as if the very idea in your mind has been made surreal, a doorway that was never there appears before you.

#14 Stealth

Adventure 1871

Have Stealth lvl 30, not "Master of Shadows" (t1014), not "Unworthy" (t2210), in the province where the gaze of Keyshan is upon you, have 15 invisibility potions (i407), become "Master of Shadows" (t1014), lose the potions, gain a Shadow Staff (i494), and a Mark of Cruelty. This Adventure may be completed 99 times.

Province 72/68 Forest

The whole province is shrouded in darkness. Be careful how you tread here for the gaze of Keyshan is clearly on you in this place!

#15 Thief

Adventure 1872

Be Thief lvl 40, not "Master of Jewels" (t1015), not "Unworthy" (t2210), in the province where Loki is or was imprisoned, with 150 precious gems (i417) become "Master of Jewels" (t1015), lose the gems, gain a Missing Staff (i495), and a Mark of Wealth. This Adventure may be completed 99 times.

#16 Merchant

Adventure 1873

Be Merchant lvl 35, in a Merchant Guild inside Thermia, not "Master of Coin" (t1016), not "Unworthy" (t2210), with 100,000 crowns, become "Master of Coin" (t1016), lose the crowns, gain a Trade Staff (i496), and a Mark of Glory. This Adventure may be completed 99 times.

BTR2: Thermia is in 16/17

#17 Rumormonger

Adventure 1874

Be Rumormonger lvl 30, not "Master of Mised" (t1017), not "Unworthy" (t2210), in the province where mist, "seems to rise out of the very ground" become "Master of Mised" (t1017), gain the Impudent Staff (i497), and a Mark of Destiny. This Adventure may be completed 99 times.

Province 16/27 Moors

Wind blown fog coalesces around you as you walk across the moor, it seems to rise out of the very ground in a most alarming fashion. Voices echo in the surrounding land, closer and further than they ought to sound, distorting everything. For a moment you spot a clearing in the fog, a small chink perhaps a way out, but then the swirling mist closes again and you are once again surrounded.

#18 Admin/Eng

Adventure 1875

Be Admin/Eng lvl 25, not "Master of Ships" (t2344), not "Unworthy" (t2210), in the province of the wrecked Dragon ships, with a Dragon Ship (i396) in possessions, become "Master of Ships" (t2344), lose the Dragon Ship, gain a Tiller of Might (i498), and a Mark of Wealth. This Adventure may be completed 99 times.

At 16/78 Hvy Forest

Magic Shell: 0

Here deep in the Forest just far enough inland from the coast someone has hidden a large ship, in fact there seem to be a number of wrecked ship hulls from large Dragon ships scattered through the trees. Piled and jumbled on top of each other and tangled amongst the roots almost as if they were washed up here - and the ancient timbers have sprouted roots and eventually given rise to this forest. There are some sections of hull that seem almost intact - and a few doors gape open as if to invite you in...

#19 Berserker

Adventure 1876

Be Berserker lvl 60, not "Master of Fury" (t1019), not "Unworthy" (t2210), in the province where the Mad God was felled, with a power 4 Elf Hammer (i108) become "Master of Fury" (t1019), lose the power 4 Elf Hammer, gain a Rage Staff (i499), and a Mark of Battle. This Adventure may be completed 99

times.

Adventure 1882

Be a Priest of Thor, Berserker lvl 40, not "Master of Fury" (t1019), not "Unworthy" (t2210), in the province where the Mad God was felled, with a power 4 Elf Hammer (i108) become "Master of Fury" (t1019), lose the power 4 Elf Hammer, gain a Rage Staff (i499), and a Mark of Battle. This Adventure may be completed 99 times.

#20 Knight

Adventure 1877

Be Knight lvl 50, not "Master Warden" (t2216), not "Unworthy" (t2210), in the province where there is "A small gap in a wall", become "Master Warden" (t2216), gain an Honor Staff (i500), and a Mark of Honor. This Adventure may be completed 99 times.

Adventure 1883

Be Knight lvl 40, worship Rognard, not "Master Warden" (t2216), not "Unworthy" (t2210), in the province where there is "A small gap in a wall", become "Master Warden" (t2216), gain an Honor Staff (i500), and a Mark of Honor. This Adventure may be completed 99 times.

Province 40/75 Coastal Moors

A small gap in a wall, and outside a slumbering fool, or at least those are your initial thoughts as you approach, but your senses are soon tingling and as you step closer you realise this entrance is not all it seems, eyes are watching and the fool is merely lulling you into a false sense of security.

#21 Swordmaster

Adventure 1884

Be Swordmaster lvl 50, worship Tyr or Rognard, not "Master at Arms" (t1021) not "Unworthy" (t2210), in the province of the "old and rune chased" swords with a power 4 mithril sword (i111), become "Master at Arms" (t1021), lose the power 4 mithril sword, gain a Sword of Darkness (i501), and a Mark of Battle. This Adventure may be completed 99 times.

76/31

An arch formed of two giant swords point down in the ground, as if left there by the very godwar. Indeed the blades look old and rune chased, and the land beyond the arch seems to shimmer strangely.

#22 Axemaster

Adventure 1879

Be Axemaster lvl 60, not "Master of Separation" (t1022), not "Unworthy" (t2210), in the province where "The rock here is splintered on a huge scale", with a power 4 mithril axe (i112), become "Master of Separation" (t1022), lose the power 4 mithril axe, gain a River Axe (i502), and a Mark of Battle. This Adventure may be completed 99 times.

124/39

The rock here is splintered on a huge scale, as if a giant wielding an axe has swung mighty blows against the ground. The stream and rivers have carved these grooves deeper and deeper over time, the flow of the river splits here into two. Some of these splintered rocks are scattered in heaps and strange shadows are cast between them.

#23 Bowmaster

Adventure 1880

Be Bowmaster lvl 50, not "Master Bowman" (t2217), not "Unworthy" (t2210), in the province where there is a tension "yearning, yearning for RELEASE!", with a power 4 troll bow (i110), become "Master Bowman" (t2217), lose the power 4 troll bow, gain the Piercing Bolts (i503), and a Mark of Battle. This Adventure may be completed 99 times.

Province 99/11 Swamp

The air here is alive with tension, yearning, yearning for RELEASE! Suddenly the feeling snaps like a palpable thing and it is as if an arrow of tension cleaves the air before you, creating a rift that your eyes can barely lock onto. Strain as you might, you cannot perceive what is beyond the rift, such knowledge can only be gained by stepping through.

#24 Ranger

Adventure 1881

Be Ranger lvl 50, not "Master of Trails" (t2218), not "Unworthy" (t2210), in the province where the vortex of Maelstrom tries to pull to the depths, become "Master of Trails" (t2218), gain the Trail Staff (i504), a Mark of Glory and be transported to the Lair of the Sea Serpents. This Adventure may be completed 99 times.

Province 37/44 Water/Sea

Here you are at the very centre of the Maelstrom. The seas themselves swirl in a great vortex forming a downward funnel. Fleets remain trapped here going round and round at constant level, or spiral in towards the Depths to be crushed! None it appears can sail out. Despite all evidence to the contrary, you are left with the feeling that the only trail out of here is right through the focus of the Maelstrom.

The more you stare, the more the heart of the Maelstrom looks like the only way out, the blood red water pours down and down and yet further down, ahead and inward there seems to be a ledge of some sort on which what you think must be a ruined castle seems to be caught, from here you think you may just make it to the ruins, but who knows what lies within, if it is possible to get out again, and what happens if you venture onward into the depths.

Ruin ID# 1062

Drowned City

Here lies the wreck of a city that appears of have fallen from above!